AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1. (Currently Amended) A computer-implemented method for providing a user-interface, the method comprising:

providing an application for displaying data and interrogating user input within a pattern based user interface;

providing within the application a non-pattern based user interface at least for displaying data; and

receiving, in the non-pattern based user interface, an input from a user to change a position of at least one element of the data displayed in the non-pattern based user interface,

wherein the pattern based user interface and the non-pattern based user interface are displayed in frames in a side-by-side relationship

~~receiving a user input to adjust at least one of the position or size of the non-pattern based user interface~~.

2. (Original) The computer-implemented method of claim 1, further comprising displaying business object data of at least two business objects within the non-pattern based user interface.

3. (Original) The computer-implemented method of claim 1, further comprising displaying business object data of at least two business objects on a side-by-side basis within the non-pattern based user interface.

4. (Original) The computer-implemented method of claim 1, further comprising providing the non-pattern based user interface within at least one frame separated from the pattern based user interface.

5. (Original) The computer-implemented method of claim 1, further comprising providing general information of business objects within the pattern based user interface and providing detail information of the business objects within the non-pattern based user interface.

6. (Original) The computer-implemented method of claim 1, further comprising providing markup-language style sheets within the non-pattern based user interface.

7. (Original) The computer-implemented method of claim 1, further comprising providing the pattern based user interface for all windows within an application.

8. (Original) The computer-implemented method of claim 1, wherein the pattern based user interface is defined within the application on different hierarchy levels.

9. (Original) The computer-implemented method of claim 1, further comprising defining combinations of user interface components within the pattern based user interface.

10. (Original) The computer-implemented method of claim 9, further comprising defining the relative and/or absolute position of user interface components within the pattern based user interface.

11. (Original) The computer-implemented method of claim 1, further comprising providing at least one of text, file directories, graphics, and multimedia content within the non-pattern based user interface.

12. (Original) The computer-implemented method of claim 1, further comprising changing the appearance of the non-pattern based user interface based on the displayed data.

13. (Currently Amended) [[An]] A ~~output~~ device for displaying a user-interface on a computer, comprising:

means for displaying data and interrogating user input within a pattern based user interface;

means for displaying at least data within a non-pattern based user interface; and

means for receiving, in the non-pattern based user interface, an input from a user to change a position of at least one element of the data displayed in the non-pattern based user interface,

wherein the pattern based user interface and the non-pattern based user interface are displayed in frames in a side-by-side relationship

~~means for receiving a user input to adjust at least one of the position or size of the non-pattern based user interface~~.

14. (Previously Presented) The device of claim 13, further comprising means for displaying business object data of at least two business objects within the non-pattern based user interface.

15. (Previously Presented) The device of claim 13, further comprising means for displaying the business object data of at least two business objects on a side-by-side basis within the non-pattern based user interface.

16. (Previously Presented) The device of claim 13, further comprising means for providing the non-pattern based user interface within at least one frame separated from the pattern based user interface.

17. (Previously Presented) The device of claim 13, further comprising means for providing general information of business objects within the pattern based user interface and providing detail information of the business objects within the non-pattern based user interface.

18. (Previously Presented) The device of claim 13, further comprising means for providing markup-language style sheets within the non-pattern based user interface.

19. (Previously Presented) The device of claim 13, further comprising means for providing the pattern based user interface for all windows within an application.

20. (Previously Presented) The device of claim 19, wherein the pattern based user interface is defined within the application on different hierarchy levels.

21. (Previously Presented) The device of claim 13, further comprising means for defining combinations of user interface components within the pattern based user interface.

22. (Previously Presented) The device of claim 21, wherein the relative and/or absolute position of user interface components are defined within the pattern based user interface.

23. (Previously Presented) The device of claim 13, further comprising means for providing at least one of text, file directories, graphics, and multimedia content within the non-pattern based user interface.

24. (Previously Presented) The device of claim 13, further comprising means for changing the appearance of the non-pattern based user interface based on the displayed data.

25. (Currently Amended) A computer program product tangibly embodied in a computer-readable storage medium, comprising instructions operable to cause a computer to perform a method comprising:

displaying data and interrogating user input within a pattern based user interface;

displaying at least data within a non-pattern based user interface; and

receiving, in the non-pattern based user interface, an input from a user to change a position of at least one element of the data displayed in the non-pattern based user interface,

wherein the pattern based user interface and the non-pattern based user interface are displayed in frames in a side-by-side relationship

~~receiving a user input to adjust at least the position or size of the non-pattern based user interface~~.

26. (Original) The computer program product of claim 25, wherein the program comprises instructions operable to cause the computer to display business object data of at least two business objects within the non-pattern based user interface.

27. (Original) The computer program product of claim 25, wherein the program comprises instructions operable to cause the computer to display the business object data of at least two business objects on a side-by-side basis within the non-pattern based user interface.

28. (Original) The computer program product of claim 25, wherein the program comprises instructions operable to cause the computer to provide the non-pattern based user interface within at least one frame separated from the pattern based user interface.

29. (Original) The computer program product of claim 25, wherein the program comprises instructions operable to cause the computer to provide general information of business objects within the pattern based user interface and provide detail information of the business objects within the non-pattern based user interface.

30. (Original) The computer program product of claim 25, wherein the program comprises instructions operable to cause the computer to provide markup-language style sheets within the non-pattern based user interface.

31. (Original) The computer program product of claim 25, wherein the program comprises instructions operable to cause the computer to provide the pattern based user interface for all windows within an application.

32. (Original) The computer program product of claim 25, wherein the pattern based user interface is defined within the application on different hierarchy levels.

33. (Original) The computer program product of claim 25, wherein combinations of user interface components are defined within the pattern based user interface.

34. (Original) The computer program product of claim 25, wherein the program comprises instructions operable to cause the computer to define the relative and/or absolute position of user interface components within the pattern based user interface.

35. (Original) The computer program product of claim 25, wherein the program comprises instructions operable to cause the computer to provide at least one of text, file directories, graphics, and multimedia content within the non-pattern based user interface.

36. (Original) The computer program product of claim 25, wherein the program comprises instructions operable to cause the computer to change the appearance of the non-pattern based user interface based on the displayed data.